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Titolo	Introduction to Unity ML-Agents : Understand the Interplay of Neural Networks and Simulation Space Using the Unity ML-Agents Package / / by Dylan Engelbrecht
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Nota di contenuto	Chapter 1: Introduction -- Chapter 2: History of AI and Where We Are Today -- Chapter 3: The Future of AI and Ethical Implications -- Chapter 4: Dopamine for Machines -- Chapter 5: ML-Agents Setup -- Chapter 6: Unity ML-Agents -- Chapter 7: Creating Your First AI in Unity -- Chapter 8: Solve a Challenge with AI.-Chapter 9: Next Steps.
Sommario/riassunto	Demystify the creation of efficient AI systems using the model-based reinforcement learning Unity ML-Agents - a powerful bridge between the world of Unity and Python. We will start with an introduction to the field of AI, then discuss the progression of AI and where we are today. We will follow this up with a discussion of moral and ethical considerations. You will then learn how to use the powerful machine learning tool and investigate different potential real-world use cases. We will examine how AI agents perceive the simulated world and how to use inputs, outputs, and rewards to train efficient and effective neural networks. Next, you'll learn how to use Unity ML-Agents and how to incorporate them into your game or product. This book will thoroughly introduce you to ML-Agents in Unity and how to use them in your next project. You will: Understand machine learning, its history,

capabilities, and expected progression Gain a step-by-step guide to creating your first AI Work with challenges of varying difficulty, along with tips to reinforce concepts covered Master broad concepts within AI.